

IN THE SPECIFICATION

At page 5, line 9, please replace the paragraph beginning, “ with the following paragraph:

Each peer 105 also has a connection to a central server 110, such as a UDP or TCP connection through the Internet (the connections to the server 110 are not shown in Figure 1). The server 110 is a server computer system providing centralized services to the connected peer systems 105. In one implementation, the server provides an address directory of peer systems and tracks which peer systems are connected with which. Examples of other server services include, but are not limited to: authentication, player matching, and tracking peer system addresses. As described below, in some implementations, the server can support multiple independent or related peer-to-peer relay networks. In one implementation, the server supports multiple environments or worlds, dividing or grouping clients into the environments and filtering data appropriately. In one implementation, the server includes one or more aspects of the servers described in co-pending and commonly assigned U.S. Patent Applications Nos. 40/[[ ]] 10/211,075 (“Configuration Switching: Dynamically Changing Between Network Communication Architectures”), filed [[ ]] 31 July 2002 (now U.S. Pat. No. 7,421,471), and 40/[[ ]] 10/359,359 (“Multi-User Application Programming Interface”), filed [[ ]] 4 February 2003, the disclosures of which are incorporated herein by reference. In another implementation, the peers do not use a centralized server (e.g., building the grid through direct communication and relaying data).